



BORIS THE SPIDER

A Journal of Duplicious Doings,
Raw Power, and Naked Greed
"Oh, what a tangled web we weave
When first we practice to deceive!"
-- Sir Walter Scott



VOLUME VIII, #35

(#255)

9 Nov 06

Anderson Wins COLONIAL DIPLOMACY!

Anderson's Duch completed a successful stab of G Wilson's French to end our second COLONIAL DIP offering. Just as the Turk's were beginning to get momentum, too.

This will leave a page open, hopefully for another DIP or COL DIP. Sign up soonest to start a game in January or even December. Our 1830 game should finish next time, and WIZARD'S QUEST could well end in Turn 6 since two players are but one attack away from their third treasure. MAHARAJA is almost in it's final turn and barring both leaders flipping, CIRCUS MAXIMUS will finish in two turns. Even "Kurzon Dax" the current STELLAR CONQUEST game, is but 2.5 turns from finishing, so the start of 2007 will bring sweeping changes to our line-up.

IMMEDIATE GAME OPENINGS:

1830: New game should start soon. Apply soonest.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Diplomacy and defense are not substitutes for one another. Either alone would fail." --- John F. Kennedy

NEW ON THE WEBSITES: The transcript for "Artemis Gordon" has been move to the "Finished" folder. The Hall of Fame page has been updated.

PICTURE OF THE MONTH: The second of two birthday cakes at the Chattanooga Railgame Challenge last January. Send pix! I'm getting desperate here.

We've (finally) updated Mikes Scott's address and phone number.

It's nearly time to join the Boardgame Players Association for 2007 and vote for the new additions to the 100 main tournaments and 25 trial tourneys. My WIZARD'S QUEST tourney missed the cut in 2006 by just a couple of places, so if you do join, I'd appreciate your vote.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) goes this month to Jack Shacklett for his press in "Boris XVIII".

This month's Ms Nar Super-Suday Bomb is lobbed at Graham Wilson for an NMR that gave away the game.

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 1 DEC 06



TIME WARPI! GM Goof Forces Repeat of Turn Spring 1907

XVIII
2005F

ERRATA: It seems I deleted Mr Haffey from my e-mail list when he resigned, but forgot to reinstate him when he unresigned. This is a bit uncharacteristic since I've kept folks on the e-mail list for months after their snail-mail subscriptions and active games were over. Anyway, if the GM doesn't send you the results, it's his fault that you don't make the deadline. So, we redo Spring 1907.

CLIFFHANGER: The German advance into France has dimmed hopes of French survival, although the end may not be swift depending on if Italy designs to intercede and on which side. Nor are British prospects any brighter if the Kaiser and Tsar can coordinate even a little. And coordinate they must on the Eastern Front with the Turks on the verge of a major breakout.

TROOP MOVEMENT

ENGLAND (Anderson): F Nth H, F Lon-Wal, (F Lpl-Cly);

FRANCE (Nichols): A Par-Bur, F Pic-Bre;

GERMANY (Haffey): A Hol S A Bel, A Bel S A Bur-Pic, A Mar-Gas, A Bur-Pic, (F Swe-Den), F Ber H, A Tri-Mun, (F Kie-Den);

ITALY (Copeland): F Wes-Mid, F Spaisc H, F Mid-Int, A Tri H, A Ven S A Tri, F Ion H, F Tyn-Lyo;

RUSSIA (R. Fisher): (A Mos S A War), (F Nwy-Nth), (A War S A Mos)(r-???), (F Cly S ITA F Mid-Int);

TURKEY (Shacklett): A Boh-Sel, A Gal-War, F Gre S F Aeg, A Vie S A Bud, F Aeg S F Gre, A Ukr S A Gal-War, A Bud S A Vie, (A Sev-Mos), F Bla. H, A Ser S A Bud.

Russians: A WAR must retreat oth or to LVN or PRU.

Orders in brackets fail. amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, oth = off the board, otm = on the move, r-??? = retreats somewhere.

Due next are orders for Fall 1907 and Press. Ms Nar loves Press. See website for transcript and current map.

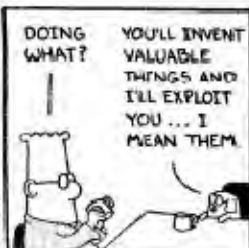
CLASSIFIEDS

My Dear Tsar,

Of course you will get your share of the Balkans and the late Austro-Hungarian empire. I merely need to take a trip to the Baltic as I promised my third wife's second daughter on the event of her second marriage so her and her second husband can have a nice honeymoon. She does get sea-sick so I had to decline Italy's gracious offer to travel there on their wonderful iron gondolas. Germany is in such an uproar over the 22nd Teutonic Tuba Tooting Tournament that we must detour through Warsaw. I am sure your aristocratic breeding and fine sensibilities can appreciate the delicate nature of the trip. After the trip is complete I will return any minor acquisitions that may have occurred on the way there.

Your servant,

Sultan Jack





COLONIAL DIPLOMACY

"Wide Open Spaces"

The End Is Here

1988

20031

ea07

MIRKWOOD: The civil unrest in Indo-China -- no doubt fomented by Dutch agents has handed hegemony over to King David. And just in time as the Sultan's forces were gaining momentum. Britain was unable to hold on to the finish. The Russians showed remarkable resiliency and admirable survival skills. The Japanese were stalemated, to the south by the Dutch and never could break into the Chinese wall of coastal armies. But would the Dutch have prevailed to 2-4 centers?

TROOP MOVEMENT

Turkish F BOM retreats to RAJ.

BRITAIN (Nichols): [A Bom Hld]:

CHINA (Paulson): [A May-Ton], A Nan-Can, [A Ben S A Ass-U-Bur], A Tib S A Ben, A Yun S A Nan-Can, A Mac H, A Sha-Lan, A Pek-Sha, [A Ass-U-Bur];

FRANCE (G. Wilson): NMR! A Ran Hlu, F Ton Hlu, A U-Bur Hlu, A Can Hlu, r-???

HOLLAND (Anderson): A Ban H, (F Sulu-S-SCS), F WIO S F Mys, F SCS-Ann, F Cey S F WIO, (F For S F Sulu-S-SCS), (F BoB-Ben), F MP S F For, (F Hyd S F BoB-Ben), F GoS-Coc, F Mys S BRI A Bom, F EIO S F WIO, F ASS S A Ban;

JAPAN (K. Wilson): F OS S F UP, A P-Art S A Seo, F UP S F ECS-For, A Via S A Seo, (F HK-SCS), F YS S F Kyu-ECS, [A Kyu-Kyu], A Seo S A Via, (F ECS-For), (F Kyu-ECS);

RUSSIA (Copeland): A Bok-Afg, [A Luc-Hyd], A Mos-Bok, A Irk S CHI A Mac, [A Baku-Tab], A Afg-Pun.

TURKEY (Burgdorf): A Pun-Kar, A Nag-Bom, F RS-Sud, F GoA S F Ara-S, F Raj S A Nag-Bom, F PG S F Per, F Ara-S S A Nag-Bom, F Per H, [A Shi-Tab], A Ang-Cons, F Med-Egy.

Orders in brackets fall d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, oth = off the board, otn = on the move, r-??? = must retreat somewhere, u = unordered.

French A CAN must retreat oth or to CHU.

Supply Center Chart: (16 wins)

BRU: -Sud

CHI: Pek Sha Sik Ass Karn Kag -Chu? U-Bur Ben Mac Can

FRA: -Ann -Coc Tom -Ban Ran May +Chu?

HOL: Bor Java Sum New Sar Dav Sin Ceb Mai Mna Cry Mad For +Ann +Ben +Coc

JAP: Kyo Kyu Ota Tok Pus Sak Seo Via HK P-Art

RUS: Mos Ode Aden Taa Omsk Mon

TUR: Ang Bag Con Per Rum Tab Shi Egy Kar Bom Del +Sud

(0) Even, **OUT**

(1) Build 2*

(3) Tear 2*

(15) + 3, **WINS**

(10) Even

(6) Even

(12) Build 1

* If French A CAN r-CHU, then China builds 1, and France tears 1.

Due next time is the retreat, build/tears and any post-game statement. See website for nearly final transcript and nearly final map.

EMBASSY BEAT

(Missing last month's hard copy): Russia to Turkey - Welcome to the new Sultan! I have done as you requested. Play me false and I shall support the Dutch to Bombay. Sincerely - Copeland, Minister without Portfolio.

Holland to France: I apologize for the stab, but, I could not see any other way to end it. Sorry. :)

Russia to Turkey - Message received. This new telegraph thing is working wonderfully!

GM-All: Up for another? This time let's go the standard length. Or maybe we should play on to 24 centers?



KINGMAKER

"King of Pain"

turns 20-21

KOP

UK East:

THE MAD HUNGARIANS (Dowrey): Fitzalan (30), Warden of the Northern Marches (1150), Stanley (50), *Le Lucas*. Event cards (1), Crown Cards (9).

THE CALIFORNIA CONNECTION (Scott): Pole (30), Chancellor of England (50), Scrope (10), Earl of Wiltshire (30), Chancellor of Cornwall (1150), Swansea (20), Leicester (20), Holland (20), Duke of York (30), Courtenay (30), Admiral of England (50), *Le Rose*, Lancaster (20). Event cards (7), Crown Cards (6).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray (50), Treasurer of England (50), *Le Swan*, Hastings (10), Bishop of Carlisle (130), Cromwell (10), Earl of Kent (30), Constable of London (1250), Percy (100), Lieutenant of Ireland (1250), Archbishop of York (130), Bishop of Durham (130), Northampton (120), *Le Nicholas*, Carisbrooke, Calais, Newcastle. Event cards (3), Crown Cards (6).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford (30), Chamberlain of Chester (1250), Nottingham (20), Neville (50), Audley (10), Roos (20), Herbert (10), Talbot (30). Event cards (4), Crown Cards (3).

WESTERN FRONT (Martin): Howard (10), Duke of Exeter (20), Warden of the Cinque Ports (), Archbishop of Canterbury, Bristol (130), Coventry (20), Clifford (10), Earl of Worcester (30), Captain of Calais (1350), Bishop of Lincoln, *Le Michael*. Event cards (4), Crown Cards (2).

TURN 20 (cont): *Le Lucas* rides out the storm in Boston. Mowbray moved with Percy to Cokermonth. SQ plays Saxons (10) on Audley. WF plays Flemish Mercs (20) on Clifford. KCC plays Burgundian Crossbowmen (30) on Percy.

MOVEMENT:

SQ: Stafford et al move G1-Gk-Hj-Hl-Ih.

MH: *Le Lucas* & Bouchier sail Boston-S26-S27-S22-S19-S15. Fitzalan & Stanley move Ii-Jh-Kg-Li-Mh-Ne.

SQ: Courtenay @ Continent boards *Le Christopher* and, along with *Le Margarete*, sails S12-S11-S10-S9-Weymouth. Pole's & gang hold in Preston.

WF: Clifford holds on Continent. Howard holds at Rye.

KPP: Hastings Carlisle-Cokermonth (joined by Percy & Mowbray)-Qc-Pc-Pd-Lancaster. Cromwell F1-Ed-Di-Cp-Chichester. *Le Nicholas* Pevensey-S11-Chichester.

COMBAT: Hastings and Mowbray besiege Lancaster.

CROWN CARDS: All but TCC get a card. TCC will get the next card.

TURN 21 SQ no longer under "Defeatism Rise".

EVENT CARDS:

MH: #31, Storms at Sea. *Le Lucas* must port in Calais, Continent, Dover, or Rochester.

TCC: #104, Merit Go Home (Saxons). SQ loses its Company of Saxons.

KPP: #46, Peasant Revolt. Constable (Cromwell) to Blackheath, Stafford to Leeds.

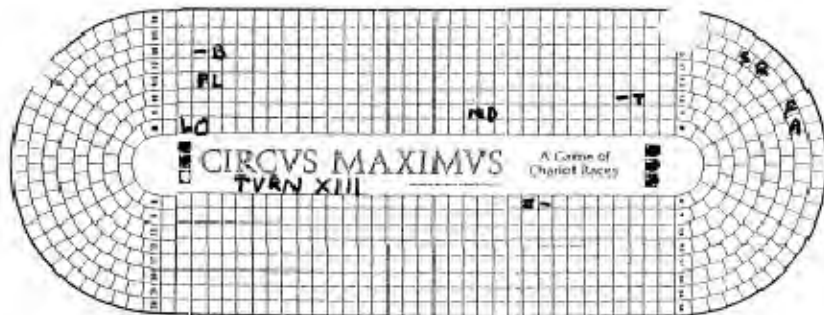
SQ: Keeps card.

WF: Keeps card.

NOBLES: Audley, Herbert, Neville, Roos, Talbot @ Ih*; Cromwell @ Blackheath; Bouchier is in some port. Clifford on Continent; Duke of York, Holland, Pole, Scrope @ Preston; Fitzalan & Stanley @ Ne; Hastings, Mowbray and Percy outside Lancaster; Howard in Rye; Stafford in Leeds.

SHIPS: *Le Christopher* & *Le Margarete* @ Weymouth. *Le Lucas* in port off S15, *Le Michael* interned @ Carisbrooke; *Le Nicholas* @ Chichester. *Le George* & *Le Trinity* @ Rye.

HEIRS: Reds: King Henry at Lancaster w/ Percy, Margaret & Edward of Wales in Beaumaris. Artie w/ Fitzalan @ Ne. Whites: Richard of York in Preston w/ Pole, George @ Leeds w/ Stafford; Richard of Gloucester, Edmund of Rutland, Edward of March (R2P).



FASTMS LOSES WHIP!!
SPRINTKYS SLOWED!

TURKISH

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	2/1
5-1	Aqua	Mellito Dorn Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjins (0/6)	H	Y	0/0	6431	26	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	08	23	2/2
9-1	Yellow	Josephs (+2/9)	L	Y	0/0	6335	13	19	2/2
9-1	Blue	Sprinkles Rex (+2/8)	L	Y	0/0	7536	08	23	2/2
22-1	Purple	Luke Outtas (1/7)	M	Y	0/0	5435	22	18	2/1
39-1	Orange	Filippus Maximus (+2/10)	H	Y	0/0	5322	19	14	2/1

Mellito Domi Adsum: 8, no whip. Ahead 6, out 1, ahead 1.

Josephia: 19, whip (5, - 5 END). Ahead 24.

Fastest Max: 23, no whip. Ahead 1, whip S Rex (6+2 vs 7+2 = SR evades; -2 MP). In 1, whip S Rex (8+2 vs 4+2, succeeds, 7+2 vs 6+2 = +1 column. 6 = G. lose whip). ahead 18. (Score 3rd dot).

Sprinters' Race: 23, no whip. Used 2 to evade, ahead 3, cornerstrain at 3 over (16-2 = LH: 9 - 2 injury to left horse, -3 END, ahead 14, out 1, ahead 1).

Benjloe: 1-4, no whip. Ahead 1-4.

Flüppus Max: 14, whip (4, -4 END). Out 1, ahead 6, attack Luke cart-to-horse (8+2 vs 10+1). LO brakes, -2 END, ahead 8, in 1.

Luke Outtas: 15, no whip. In 3, ahead 9.

Trickster: 11, no whip. Ahead 9, in 1.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	2/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjiss (0/6)	H	Y	0/0	6431	26	14	2/1
7-1	Red	Fastus Maxmus (+2/10)	L	N	0/0	7536	08	23	3/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	08	19	2/2
9-1	Blue	Spiritus Rex (+2/8)	L	Y	0/0	5536	08	21	3/2
22-1	Purple	Luke Outtas (1/7)	M	Y	0/0	5435	20	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	15	14	2/1

Game transcript and map are on the website.



MAHARAJA

Turns 14-15



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Purple 72, Yellow 58, Blue 54, Green 48.

TURN 14:

British: 4A Indian to Karnatak (5.4,3.1,6.1 -1 Brit, Sinhalese, build F). 2A BoB-Indian O-Kerala. 1A Bijapur- Arabian-Indian O-Kerala (4.3,3.2 -1 Maratha; build F). 1A Bijapur-Arabian (4.3+1, 3.5+1 -Brit). Score 1 Raj VP.

Brits score 6 VP, Portuguese 3 VP, and French 2 VP for factories.

TURN 15:

BOARD:

Pandys (1.5): 1A @ Golkonda.

Afghans: 6A,L @ Afghanistan.

Marathas (2): 3A,Roa @ Andhra; 2A @ Maharashtra, Mysore, Arms.

Cholas (x): 1A @ Malabar, Arms.

Sinhalese (0): 2A @ Sinhala.

Sikhs (1): 1A @ Kashmir.

Rajputs (0.5): 3A @ Delhi; 1A @ Assam, Orissa.

Muslims (1): 2A @ Bidar; 1A @ Berar, Magadha.

Mughals (0): 1A,L @ Gondwana; 2A,Arms @ Lahore; 2A @ Baluchistan, Bengal, Gandhara, Punjab; 1A @ Bihar, Bundelkhand, Jaunpur, Oudh, Malwa, Rajputana, Sind.

Portuguese: 2A,F @ Gujarat; 1F @ Sind

Dutch: 1A @ Indian Q.

French: 1A,L @ Ambian; 2A @ Lanka; F @ Andhra.

British: 3A @ Karnatak, Kerala; F @ Bijapur, Malabar, Kerala, Karnatak; Clive @ ???.

Allied: Cholas (P), Rajputs (A).

Pandys (1.5): Grow 0.5 pp. Hold.

Afghans: 4A Afghanistan-Punjab (4.2,2.1,5.4; 3.2.1,5.4; 5.3-6.3; 1:3; 1:2; 1:6 -4 Afghans, -1 Mughal), 2A,L Afghanistan-Punjab-Rajputana (6+1,5,5 -1 Afghans, -1 Mughal). Removes L and A at Rajputana and are extinct.

Marathas (2): Grow 1.5 pp. Roa dies. Add 1A,Arms @ Maharashtra. 1A Maharashtra-Khandesh. 1A Maharashtra-Bijapur. 1A Mysore-Bijapur (3.1,4; 4,1,3; 5.2,3 -F +1 VP). 2A Andra-Gondwana (1.1,6+1; 3,2+1; 5,5+1) -2 Maratha. -1 Mughal +1 VP.

Cholas (x): Don't grow. Hold.

Sinhalese (0): Grow 1 pp. Hold.

Sikhs (1): Grow 1 pp. Hold.

Rajputs (0.5): Grow 2.5 pp. Add 1A @ Orissa. 2A Orissa-Gondwana (Nizam killed). 2A Delhi-Rajputana.

Muslims (1): Grow 1 pp. 1A Bidar-Berar. 1A Berar-Gondwana. 1A Magadha-Gondwana (5.1,5,1 -1 Muslim 1 Muslim r-Magadha). Score 1 VP for Magadha.

Mughals (0): Grow 0 pp. 2A Bengal-Magadha (5.2,1 -Muslim; 2A Gandhara-Kashmir (Sikhs submit, Mughals w-???); 1A Baluchistan-Punjab-Delhi, 1A, Arms Lahore-Delhi (Rajputs submit, Mughals w-???); 1A Lahore-Delhi-Agra. Score 1 Raj VP.

Portuguese: 2A Gujarat-Arabian-Indian O-Khandesh (1.1,2 Marathas r-Maharashtra).

--MAHARAJA (continued from p 6)

--continued on p 13



BRITANNIA

"Frisian"

Turns XIII-XIV



The Cast: Nations in *italics* are extinct, in parentheses are not yet in play.
A (Heraul): *Romans*, *R-Bs*, *Norsemen*, (*Norwegians*)
B (Anderson): *Welsh*, *Jutes*, (*Normans*)
C (Buttita): *Brigantes*, *Caledonians*, *Danes*
D (Boym): *Picts*, *Irish*, *Angles*
E (Friehe): *Belgae*, *Scots*, *Saxons*, *Dubliners*

Turn XIII

Angles (D, 2.5): Grow 1.5. Add 1A @ Pennines. 1A @ Pennines-Bernicia.

Turn 1-3 VP

A: Norsemen (7)	= 7
B: Welsh (8)	= 8
C: Brigantes (6) + Caledonians (11) + Danes (0)	= 7
D: Picts (4) + Angles (4)	= 8
E: Saxons (12) + Dubliners (7.5)	= 19.5

SCORE: A(12.5), C(169.5), B(58), D(55), E(42)

Turn XIV

Saxons are King (+4 VP and 1A @ Suffolk).

Board:

Welsh (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.
Brigantes (C, 0): 4A @ Strathclyde; 2A @ Galloway.
Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.
Caledonians (C, 2): 2A @ Cathness.
Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.
Dubliners (E): 3A @ Irish, York; 1A @ Cheshire, Cumbria.
Danes (C, 1): 6A, 1 @ Frisian.
Saxons (E, 0): 2A, Edgar @ Suffolk; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, March, N Mercia, Norfolk, S Mercia, Sussex, Wessex.
Angles (D, 2.5): 2A @ Dunedin, Pennines; 1A @ Bernicia.

Welsh (B, 2): Grow 4.5 VP. Add 1A @ Devon & Gwent. 2A Powys-Hwicce (2.1:1) -5.4: -1 Welsh, 1 Saxon, 2A Gwent-Hwicce-Avalon (5.4:5 -1 Welsh, 1 Saxon), 2A Devon-Wessex (5.4:5 -1 Welsh), 1 Saxon, 1A Powys-Hwicce-Downlands, 1A Gwynedd-Powys, 1A Dyfed-Gwent, 1A Cornwall-Devon

Brigantes (0): Grow 1.5 pp. 2A Strathclyde-Lothian-Dunedin (3.1:5.2 -1 Brig, 1 Brig r- Lothian)

Picts (2.5): Grow 2 pp. Add 1A @

SCORE: A(16.5), C(169.5), B(58), D(55), E(42)

Board:

Welsh (B, 0.5): 1A @ Avalon, Clwyd, Devon, Downlands, Dyfed, Gwent, Hwicce, Powys, Wmaex.
Brigantes (C, 1.5): 2A @ Galloway, Strathclyde; 1A @ Lothian.
Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.
Caledonians (C, 2): 2A @ Cathness.
Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.
Dubliners (E): 3A @ Irish, York; 1A @ Cheshire, Cumbria.
Danes (C, 1): 6A, 1 @ Frisian.
Saxons (E, 0): 2A, Edgar @ Suffolk; 1A @ Essex, Kent, Lindsey, March, N Mercia, Norfolk, S Mercia, Sussex.
Angles (D, 2.5): 2A @ Dunedin, Pennines; 1A @ Bernicia.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point.
 R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (!) = in melee, _#_ = attack by/against



BLACKBEARD

Turns 115-119



THE CAST:

1. (Barrett) Portuguese, Sloop
3. (Bargender) Taylor, Sloop

2. (Zodde) Davis, Sloop
4. (Martin) Rackham, Schooner

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portuguese	Sloop	J23	+3	5	35	(2/3)	1	282	FSN
2	Davis	Sloop	X19	+3	6	14	5	2	674	NP
4	Rackham	Scnr	C171a	+3	5	0	2	7	0
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P11D&R	+3	6	0	3	4	0	45	300	1(14)	S
4	Ogle	KC	Box1	3	1sc	..	crippled						
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31, 41

Anti: 23, 24, 54, 64

Merchants: 52, 16, 36, 56, 25, 25, 25

Warships: J16, 36

Destroyed Port: 14, 32

Out-of-Play Pirates: Teach (#3)

Letters of Marque: PFB

Turn	Player	Action	Draw
115	4	JR careens removing dr = 6 speed damage Draw new merchant at #15 Move Warship J16-F19	*A.15 65 31
116	2	HD moves 3+3 to S21, search = no. Random Event (reshuffle), Ogle dies. Matthews activated at Box1 Random Event (reshuffle), Rogers activated at Box1	41,11 62,11 46,55
117	4	Weigh anchor, move 6+3 C17-E14 Warship intercepts Most Notor Pirate; warships back to cup Draw new Warship; B9-4 vs BP; BP 5+3 > 6 avoids battle	66 44
118	3	Remove D&R from JT; Herdman moves to DD18.	42
119	3	JT moves 5+3 P11 to M14. Search = no Draw merchant @ 13 Draw merchant @ 15 Move the warship from J23-J24	35,64 13,*D 15,65
120	2		31

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portuguese	Sloop	J23	+3	5	35	(2/3)	1	282	FSN
2	Davis	Sloop	X19	+3	6	14	5	2	674	NP
4	Rackham	Scnr	E14	+3	5	0	2	7	0
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	M14	+3	6	0	3	4	0	45	300	1(14)	S
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	DD18	3	15								
2	Matthews	KC	Box1	2	16								
2	Rogers	KC	Box1	2	16								

The Board:

Guvs: Pro: 35, 46, 53, 31, 41

Anti: 23, 24, 54, 64

Merchants: 52, 16, 36, 56, 25, 25, 25, 15, 13, 15

Warships: B9-4 @ J24

Destroyed Port: 14, 32

Out-of-Play Pirates: Teach (#3)

Letters of Marque: PFB



JUNTA

Coup Attempt!

Year 8



THE CAST: (and Table order)

Rock Copeland (Martini)
 Chuck Hanna (Shades)
 Wayne Morrison (Mustache)

Dave Anderson (Hat)
 John Butitta (Stickpin)

Coup

ROUND 4: Bro-in-Law can do nothing. Martini moves 6A Cathedral-Wealthy Neighborhood. Hat retreats 3A Prez Palace to University City. Shades has Prez Gd hold. Stickpin moves 3A Market-Prez Palace.

COMBAT: Martini uses Airstrike on Prez Gds (1,1,2,3,3,4 = 0 hits) & Bro-Law uses the Gunboat on Hat's troops in University City (6 = 1 hit). Prez Gds in Prez Palace (1,1,5,5,5,5) fire on Stickpin's 1st Brigade; Stickpin fires back thus becomes Rebel (1,1,3).

If Shades doesn't concede the coup,

ROUND 5: Martini moves

Due next: Rest of Coup, etc.

Coup: (* has first fire)

Martini (Rebel): 6A @ Wealthy Neighborhood, Paratroopers @ Base

Hat (1st Rebel): 2A @ University City

Shades (El Presidente): 3A @ Presidential Palace

Stickpin (Rebel): 3A @ Presidential Palace, 1 Cop in each Precinct, Marines @ S River Suburb
 * 2 dice per defender in the Palace

Brother-in-Law: Gunboat @ River

STATUS: There is a Coup. The Bank is safe.

Shades: *El Presidente* (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 06

Stickpin: 1st Brd CO, Minister, (2v), University Faculty (3v), 5C, 18

Mustache: <deceased>

Martini: Air Force CO, 2nd Brd CO (1v), The Church (10v), 5C, 28

Hat: 3rd Brd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 2C, 38

You have _ MP in hand and _ MP in the Bank.

--PBM DUNE System (continued from p 15)

Players normally bid on a card by its numeric rank. For example, the Guild bids four Spice for the first through third cards, two Spice for the fourth and fifth cards, and attempts to outbid all other players for the sixth card. The Atreides player must bid by referring to a specific card (for example: "Bid 5 Spice on the Lasergun, and 2 Spice on each Poison weapon"). The Atreides player may bestow his special bidding advantage to other players (see above for alliances) in his faction.

Bids which are illegal at their time of execution are automatically canceled. This occurs whenever a player does not have sufficient spice to meet his bid, or has a full hand.

Note: if a player has acquired Family Atomics or Weather Control, and intends to play it, he must notify the GM a turn ahead in order to warn him of possible adjustments. For the next two turns, the GM will set a deadline for the player to notify him of whether the option will be exercised. Normally this will be the same day in which battleplans are due. The player may make play of the card conditional upon combat results, if he so desires. Otherwise, this due date should be approximately nine days after the postmark on the GM adjudication of combat. If not exercised, the player loses the option to utilize the card until the GM is again informed of its potential.

Note: Karana cards are played normally during movement or combat. The player may make the play or the Karana card conditional upon the actions of other players. (For example: The Guild Player states, "I will play my Karana if, and only if, the Emperor attempts to ship to Tusk's Slitch.") displayed above.

Continued next issue.



MEMORY IS FICKLE OR 10a-10c

MiF

PLAYER STATUS: (*Pres) (#) = cert# (max 16)

Frueh: \$893, 6* B&M, 5* C&O, 3 NYNH&H, 1 Erie, 1 NYC, 1 B&O (14+1)

Hanna: \$1771, 6* NYNH&H, 8* Erie, 6* NYC, 1 C&O, 2 CP, 2 B&O, 3 PRR (16+7)

Bailey: \$2477, 1 NYC, 6* CP, 1 NYNH&H, 1 PRR, 1 B&O, 3 B&M, 2 C&O (14)

Zieske: \$1295, 6* B&O, 6* PRR, 2 CP, 1 Erie, 2 C&O, 1 B&M, 1 NYC (16+1) <PRIORITY>

CORPORATE STATUS:

Corp	Pres	Price	Pool	Cash	Train	Tokens
NYC	CH	C200	1	87	-	E19, H16, F16, 1
C&O	MF	C140	0	1	5	P6, 2
B&O	PZ	D130	2	2	-	I15, H10, 1
CP	CB	A126	0	26	66	A19, F16, 2
NYNH&H	CH	E82	0	401	D	G19N, P22
B&M	MF	F75	0	0	D	E21, F22
PRR	PZ	G67	0	469	5D	H12, H18W, H10, H16
Erie	CH	E55y	0	478	5	E11N, 2

OR 10a

NYC: Play #23(nw) in B18. No train, no run, no dividends. Price drops to C185. Buy diesel from NYNH&H for \$87.

C&O: No tile play. Run F2-F4-F6-G7-E11 (\$190), payout dividends! (MF +\$95, CB & PZ +\$38, CH +\$19. Stock moves to C155.

B&O: Play #44(se) in E3, no train, no runs, price to D120. Buy 5-train from PRR for \$1, and D from PRR for \$1.

CP: Play #66(sw) in E5, run F2-F4-H4-G7-F16-G19n (\$260) and I15-F16-G17-G19s-H18 (\$240), pay divs (CB+\$300, CH+\$100, PZ+\$100), price to A142.

NYNH&H: No tile play. No train, no run, no dividends. Price to E76. Buy 5-train from Erie for \$488.

B&M: No tile play. Run E23-F24-F22-F20-G19n-G17-H16 for \$240, payout dividends! (MF +\$144, CB +\$72, PZ +\$24). Price moves to F80.

PRR: Play #7(se) in D6 (-\$80). No train, no run, no dividends. Price to C63. Buy diesel from Bank (-\$391 and -\$709 from PZ).

Erie: Play #7(se) in B12. No train, no run, no dividends. Price to E410. Buy diesel for \$1100 (\$966 from Erie, \$134 from CH).

OR 10b

NYC: Play #57(ne) in B15. Run H18-G19-G17-F16-H16-G7-H4-F4-F2 (\$390). Pay dividends (CH +\$234, CB, PZ, MF, NYC +\$391. Price to C200.

C&O: Play #26(sw) in G5. Run F2-F4-F6-G6-I15 (\$200). Pay dividends! (MF +\$100, CB & PZ +\$40, CH +\$20). Price to C170, buy diesel from B&M for \$1.

CP: Play #3(nw) in E7. Run F2-F4-H4-G7-F16-G19n (\$260) and I15-F16-G17-G19s-H18 (\$240), pay divs (CB +\$300, CH & PZ +\$100), price to A160.

B&O: Play #7 in I9(ne), run F2-D4-D2-F4-H4-G7-F16-E11s-H10-I15-I19-H18 (\$380) and K13-J14-I15-H16 (\$180). Pay dividends (PZ +\$330, B&O +\$110, MF & CB +\$55). Price to D130.

B&M: Play no tile. No train, nor run. Stock falls to F75. Buy 5-train from C&O for \$1.

NYNH&H: No tile play. Run E23-F22-F20-G19-F16 (\$230). Pay (CH+\$138, CB+\$23, MF+\$69). Price to E82.

PRR: Play #9 in C13(se). Run F2-D4-D2-F4-H4-G7-F10-E11-H10-H12-H16-H18-G17-G15-F16

PRR: Play #9 in C13(e). Run F2-D4-D2-F4-H4-G7-F10-E11-H10-H12-H16-H18-G17-G15-F16 (\$490). Withhold earnings (treasury +\$490). Price to G54y. Buy 5-train from B&O for \$130.

Erie: Play tile #27(sw) in C11. Run I15-E11-D12-D12 (\$210). Pay dividends (CH+168, MF+21, PZ+21). Price to E48y.

OR 10c

NYC: Play tile #8 in C9(e). Run E11-D10-D10-E7-E5-F4-H4-G7-F16-H16-G17-G19-F20-F22 (\$490) Pay (CH +\$294, MF, CB, PZ + NYC +\$49). Price to B240.

C&O: Lay #28(e) in D6. Run H10-Q7SE-F10-E11S-G7NW-F6-H4-F4-E5-E7-D10N-D10S-E11N for \$410, payout dividends! (MF +\$205, CB & PZ +\$82, CH +\$41). Stock moves to C185.

CP: Lay #70(me) in D6. Run H18n-G19s-G17e-F16-G19n-F21 (\$270) and I15-F16-Q7se-H4-F4-F2 (\$240), pay divs (CB +\$306, CH & PZ +\$102), stock to A160.

B&O: Lay #9(e) in I11 (-\$120). Play token in J14 (-\$100). Run F2-D2-D4-F4-H4-G7-F10-E11-H10-I15-J14-K13 (\$390). Pay dividends (PZ +\$234, B&O +\$78, MF & CB +\$39). Price to C155. Buy diesel from Penn for \$1.

NYNH&H: No tile play. Run E23-F22-F20-G19-F16 (\$220). Pay (CH +\$132, MF +\$66, CB +\$22). Price to E90.

B&M: No tile play. Run E23-F22-F20-G19-F16 (\$220). Pay (MF +\$132, CB +\$66, PZ +\$22). Price to F80.

PRR: Lay #9(e) in E21 (-\$120). Run G19-H18-H16-H10-E21 (\$250). Pay dividends (PZ +\$150, CH +\$75, CB +\$25). Price to G63. Buy D-train from B&O for \$24.

Erie: Lay #9(e) in E15. Run I15-E11-D10-D10-E7-E5-F4-H4-G7-F10-E11-G7-F6 (\$440) Retain earnings. Price to E410.

PLAYER STATUS: (*Pre2) !W) = certs (max 16)

Frueh: \$1413, 6* B&M, 5* C&O, 3 NYNH&H, 1 Erie, 1 NYC 1 B&O (14+1)
Hanna: \$2398, 6* NYNH&H, 8* Erie, 6* NYC, 1 C&O, 2 CP, 2 B&O, 3 PRR (16+7)
Bailey: \$3341+, 1 NYC, 6* CP, 1 NYNH&H, 1 PRR 1 B&O, 3 B&M, 2 C&O (14)
Zieske: \$1275, 6* B&O, 6* PRR, 2 CP, 1 Erie, 2 C&O, 1 B&M 1 NYC (16+1) <PRIORITY>

CORPORATE STATUS:

Corp	Pres	Price	Pool	Cash	Train	Tokens
NYC	CH	B240	1	88	D	E19, H16, F16, 1
C&O	MF	C185	0	1	D	F6, 2
CP	CB	A160	0	26	66	A19, F16, 2
B&O	PZ	D155	2	123	D	I15, H10, J14
NYNH&H	CH	E90	0	0	5	G19N, F22
B&M	MF	F80	0	0	5	E21, F22
PRR	PZ	G63	0	217	5D	H12, H18W, H10, H16
Erie	CH	E410	0	440	D	E11N, 2

Bank has very little.

AVAILABLE TRAINS: D

AVAILABLE TILES:

Yellow: #4(1), #7(1), #9(6), #10(1), #57(3), #58(1)

Green: #16(1), #19(1), #20(1), #23(0), #24(3), #25(1), #26(0), #27(0), #28(1), #29(1)

Brown: #40(1), #42(1), #46(1)

We pause for a moment to take an audit to see whether the game is over or not. My quick and dirty audit indicates it might be. If so, Prof Hanna's spreadsheet indicates that Bailey wins by \$89, however, Erie would then have paid dividends, giving the Prof \$352 more in cash and \$108 in share value, easily putting him in the lead. Due next: SR 11 and ORs 11 to finish the game.

Transcript and current map are on the website.

map on next page

1856

"HIS SILVER CUP" GAME START



CAST:

Paul Zieske: \$300
Chris Bailey: \$300
Mark Frueh: \$300
Chuck Hanna: \$300
Tom Butcher: \$300

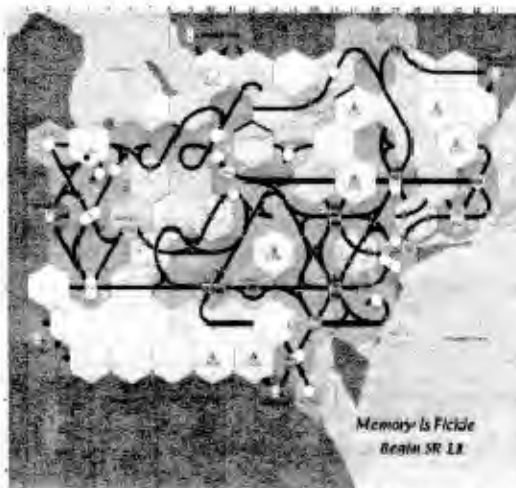
The B-train option passes 3-1-1.

SR 1

Zieske bids \$105 on St Clair Tunnel Co.
Bailey bids \$75 on GLSC
Frueh bids \$55 for the Canada Co.
Hanna bids \$105 for Bridge.
Butcher buys the Fios (-\$20).
Zieske buys the W&S (-\$40).
Frueh gets the Canada Co for \$55.
Bailey gets Great Lakes Shipping Co for \$75.
Hanna gets the Niagara Falls Suspension Bridge Co for \$105.
Zieske gets the St Clair Frontier Tunnel Co for \$105.
Bailey ...

PLAYER STATUS

Zieske: \$155, SCFT, W&S
Bailey: \$225, GLS
Frueh: \$245, Can
Hanna: \$195, NFSB
Butcher: \$280, Fios.



from p 6
Dutch: ...

Scores: Purple 79, Yellow 58, Blue 54, Green 53.

BOARD:

Pandya (2): 1A @ Golconda.

Marathas (2): 2A @ Bijapur; 2A.Arms @ Maharashtra, 1A @ Andhra, Mysore.

Cholas (x): 1A @ Malabar, Arms.

Sinhalese (1): 2A @ Sinhala.

Sikhs (2): 1A @ Kashmir.

Rajputs (0): 2A @ Gondwana, Rajputana; 1A @ Assam, Delhi.

Muslims (1): 1A @ Berar, Bidar.

Mughals (0): 2A.Arms @ Delhiw-???; 2A @ Kashmirw-???, Magadha; 1A @ Agra, Baluchistan, Bihar, Bundelkhand, Jaunpur, Oudh, Malwa, Punjab, Sind.

Portuguese: 2A @ Khadesh; 1F @ Gujarat, Sind.

Dutch: 1A @ Indian O.

French: 1A.L @ Arabian; 2A @ Lanka, F @ Andhra.

British: 3A @ Karnatak, Kerala; F @ Malabar, Kerala, Karnatak; Clive @ ???.

Allied: Cholas (P), Rajputs (A).

LEGEND: A = Army, F = factory, _ = die roll by factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website.

--**PHM DUNE System** (continued from p 15) add positions or stop another faction. This restriction also brings the Guild and Freemen endgame advantages into play more often.

Should there be no combats to be resolved, play proceeds to the next turn's movement. If there are combats to resolve, the GM must set a short-term deadline by which time players must submit battle plans. After receiving these, he gives another report to the players, including all the following:

- 1) Combat results;
- 2) Collection round results;
- 3) A listing of all player's current spice holdings;
- 4) The number of cards up for bid next bid round;
- 5) A listing of final board positions; and
- 6) Any secret information due the Atreides

Should there be no combats, the information listed above (except item 1) should be included along with his movement report to the players.

Modifications for Postal Play

It is somewhat axiomatic that play by mail will require some slight adjustments to the game rules. These have been kept to a minimum. The following are the comprehensive rule changes; unless otherwise noted, all rules remain in force.

VII. Spice Blow

When a worm appears, any alliances must be declared by the next movement deadline. Players may submit only one alliance choice; if players of a proposed alliance list identical alliance choices, the alliance is considered formally formed. (Example: Emperor proposes a E/BG alliance. Bene Gesserit proposes a BG/E alliance. The GM would then notify the players that such an alliance does in fact exist. However, if the Emperor had proposed a E/BG/H coalition, no alliance would have been formed since the Bene Gesserit did not list the Harkonnen. Too, since the Harkonnen player did not bother to submit any alliance proposal, the diplomacy of the Emperor would fail.)

When worms appear, if the Freemen are able to take an action as a result, the Freemen player must inform the GM of such actions in his next set of movement orders.

VIII. Bidding Round

Bidding is done simultaneously. Players may make their bids conditional upon the results of prior bids, but must try to be as clear as possible as to their intent. The GM is not responsible for problems caused due to a set of ambiguous orders. Players may specify that they will attempt to outbid a specific faction(s), where upon he will pay one more spice than the highest bid. Should two or more players attempt to outbid each other, the player with the most spice pays the amount necessary to outbid everyone else trying to outbid him (ties broken by a random number). Each bid goes to the highest bidder: ties are passed to the faction with the most spice in hand (further ties are resolved by are resolved by random number).

--continued on p 9



WIZARD'S QUEST

Turns 4-5

01

The Cast: (and table order)

Yellow: Alan Bargender

Blue: Debbie Anderson

Green: Bill Lenoir

Purple: Greg Crowe

Red: Ron Fisher

Turn 4 (concluded)

PLAYERS: Turn order remaining is Y

Yellow gets 4 men, petitions the Wizard, loses 2 men, places 2 men in Spruceon (4Y,S), then attacks Portston Moor (4X) (2-6 = 2 orcs dispersed to Dread Moor; 5-5 = 2 orcs dispersed to Sadbury). Yellow advances Sorcerer and 3 men into Portston Moor.

Turn 5

ORCS: Orcs multiply in Regions 1,3,4 & 6 (twice). Red Dune and Sadbury receive one orc. Windfor and Blood Rock receive two orcs. There are 6 orc-frenzies.

Dread Moor (4X) vs Cattle Meade (2B) (2-5 = -2 Blue) advance 1 orc.

Dread Moor (3X) vs Dragonhead (2B) (2-1 = -2 Blue, -1 orc) advance 1 orc. Frenzy over.

Sadbury (4X) vs Castle 7 (14G,S) (1-5 -1G, -4 orcs). Frenzy over.

Blood Rock (4X) vs Castle 3 (1R) (1-3 = -1R, -3 orcs). Frenzy over.

Kilgarren (4X) vs Portston Moor (3Y,S) (2-1, 6-4, 3-4 -2Y, -3 orcs). Frenzy over.

Windfor (4X) vs Flintshire (1G) (5-1, 5-6, 4-1 -3 orcs). Frenzy over.

Castle 4 (4X) vs Portston Moor (1Y,S) (3-4 -1Y,S) advance 1 orc. Frenzy over.

Orcs occupy vacant S Hemp, Sadbury, Haven and Castle 3.

DRAGON: Moves to Haven (6,2), gobbles orc; then to Cattle Meade (4,1), gobbles orc; back to Haven (6,2) twice; and then to Flintshire (6,4) and gobbles 1G.

WIZARD: Moves to Oxleaf and prospers Yellow (+3 men).

PLAYERS: Turn order is B > R > G > Y > P

Blue gets 5 men, petitions the Wizard, plays card for extra man and extra campaign, places 6 men in Castle 6, attacks (11B,S) Dread Moor (1X) (4-5 = 1 orc dispersed to Dragonhead), advances all but 1, swaps Hero and Sorcerer, attacks (10B,H) Radner Fen (4P,H) (4-5, 3-1 = -4P,H, -1B), and advances all but one man.

Red gets 4 men, petitions the Wizard, plays card to move Purple's treasure from Red Dune to Spruceon, places 4 men in Gaudy Green and attacks (11R,S) Melting Sands (1B) (1-2 = 1B dispersed to Lair of the Lizard), and advances all but one man into Melting Sands.

Green gets 4 men, petitions the Wizard, places 4 men in Castle 7, then attacks Castle 6 (1B) from N Hemp (11G,H) (3-1 = -1B, -1G), and advances 1 man to capture his Chest (+4G).

Yellow gets 4 men, ...

BOARD:

Castles: I (1B,S), 2 (14P,S), 3 (1X), 4 (3X,YT), 5 (1P), 6 (5G), 7 (17G,S), 8 (7R)

I: 1 (2B), 2 (1B,RT), 3 (4Y), 4 (10R,S), 5 (5Y), 6 (3X).

II: 1 (2X), 2 (1X), 3 (3X), 4 (1R), 5 (5Y,W), 6 (2X).

III: 1 (1R), 2 (1P), 3 (1G), 4 (1R), 5 (9G,H), 6 (1X).

IV: 1 (-), 2 (1B), 3 (2X,YT), 4 (8B,H), 5 (1X), 6 (10R,BT,H).

V: 1 (1Y,PT), 2 (3X,GT), 3 (1X), 4 (2R), 5 (2X), 6 (1P).

VI: 1 (1X), 2 (-), 3 (1X), 4 (D), 5 (1X), 6 (1R,YT).

Legend: Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow

Game transcript and current map are on the website.



DUNE

Turn 1



The Board:

ATREIDES (Anderson): 10T @ Arrakeen, 10R, 10S, 1C
BENE GESSERIT (Martin): 1T @ Habbanya Ridge Stetch, 5S, 19R, 1C
EMPEROR (Fisher): 20R, 10S, 1C
FREMEN (Barrett): 3T @ Stetch Tabr, 7T @ False Wall Westal 17), 3S, 7R, 3*R, 1C
GUILD (K Wilson): 5T @ Tuck's Stetch, 15R, 5S, 1C
HARKONNEN (Nichols): 10T Carthag, 10R, 10S, 2C
Storm: @ Sector 1

Your choice of traitors are:

Your initial cards is:

Due next time: All but H must send their choice of traitor by 18 Nov. At that time I'll e-mail the storm location. Turn 1 Spice blows, and to F, the storm hit and to A the top spice card and cards types up for bid. H will get the storm and Spice blows with this mailing since he does n't have e-mail. Due 1 Dec, bids for cards.

Remember, we are playing with all standard optional and advanced rules except Rule XVIII, excepting we require alliances to have four or more strongholds to win.

DUNE

PBM System, Pt 3

X. Battles

If there are any combats, the GM will notify any players involved of the deadline by which battleplans are due. Players should list the number dialed, amount of spice payed, leader(s) and any attack/defence cards. Players with "Karama" or "Truthtrance" cards and/or special combat advantages must inform the GM of the actions or questions to be made, and how these will affect their battleplans. A player may automatically use any character advantages he enjoys, along with any gained through an alliance.

If there is more than one battle to be resolved, the GM will determine the order in which battles are to be fought by random number. This will resolve any difficulties arising from one player being involved in more than one combat in a turn.

For PBM DUNE, the aggressor is termed as the player who occupied the battle site first. Tokens present at the beginning of the turn are given first Priority, and are always considered the aggressor if involved in combat. (Note that if the BG player comes out of a state of co-existence, the other player is the aggressor if the BG occupied that territory with that power and was previously in coexistence.) Tokens which were shipped to the battle site have second priority, followed by tokens which moved there by planetary movement. Ties in the lowest priority are resolved in favor of the faction moving the least number of spaces to arrive there. (All other ties are resolved by random number.)

If there are more than two opposing sides occupying a territory, combat must be continued until there is only one faction left, as per the combat rules. All occupants of the contested territory must submit combat orders; the aggressor must also state which player he wishes to fight first. The remaining players submit battleplans in case he is chosen to fight first. The GM will appoint appropriate deadlines for each battle to be fought.

If the Guild chooses to move before everybody else, he is automatically the aggressor. On the other hand, if he chooses to move after all other players, then all other factions are the aggressor when facing his tokens in combat.

Players must state if they will not call treachery into play if a leader in their pay appears in the battle. The GM will assume they will unless otherwise instructed and take all appropriate measures.

Missing a battle turn: should a player fail to submit a battleplan by the decided deadline, he is assumed to have dialed a number equal to his token value minus one-half, zero spice, sent in his weakest leader (or a cheap hero/heroine if available) and utilized no treachery cards.

XII. Alliances

Players may automatically utilize any advantages gained from their ally (Example: in a BG/Guild alliance, BG troops ship at half rates and the Guild troops may "voice" their opponents.) In the case of the Harkonnen's power, "treachery" will always be called when an Harkonnen ally meets one of the Harkonnen's traitors in battle.

It is strongly suggested that alliances not be allowed to win. It is this player's opinion that alliance wins in DUNE are against the spirit of the game, although they can be formed temporarily to

--continued on p 13

The Cast

Andy York (Red)
Mike Scott (Purple)

Rick Copeland (Blue)
Deb Anderson (Gold)

Turns 5-4-6.4

5.4 (A): Roll = 9: S & Y collect 1 grain @ c4. C collects a grain @ f3. No trade. Build road c1/c2 (-b1).

6.1 (Y): Roll = 8: A & Y collect 1 lumber from c2. C & A collect two brick from e5. No trade.

6.2 (C): Roll = 8: A & Y collect 1 lumber from c2. C & A collect two brick from e5. Trade 2 brick to Y for 2 lumber. Trade 3 brick for 1 sheep. Build road (-b1) @ e1/f1 and settlement (-b1g, +1 VP) @ f3/f4/g3.

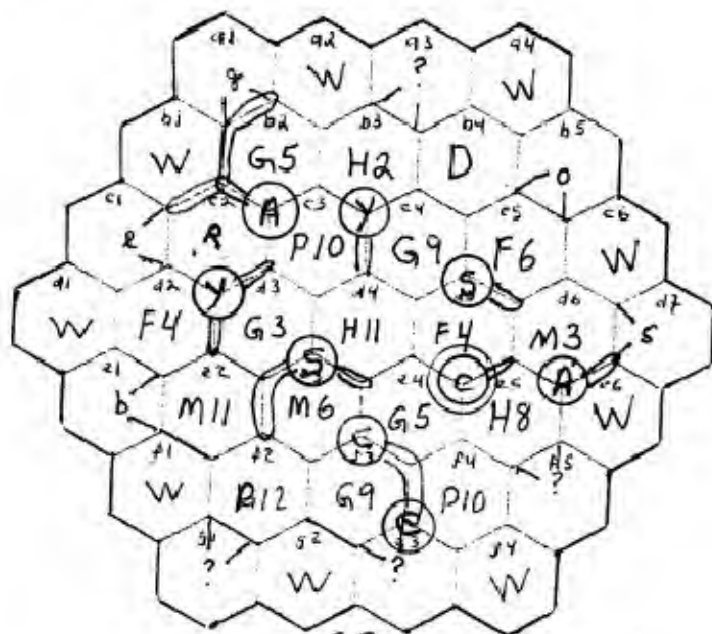
6.3 (S): Roll = 11: S collects 1 brick. No trade.

6.4 (A): Roll = 2: Y collects 1 brick. Trade 4 brick for 1 sheep. Build roads @ b1/b2 & a1/b2 (-2b, 21).

7.1 (Y): Roll = 8: A & Y collect 1 lumber from c2. C & A collect two brick from e5. Trade?

Assets: (like Robber is at c3)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
Y	3	2	2	0	0	0	1	2	—
C	2	1	2	0	2	0	0	4	—
S	1	3	2	0	0	1	0	2	—
A	2	0	1	1	1	0	0	3	—





PUERTO RICO

Turns 8-10



TURN 8 (concluded)

Buttitta chooses **Mayor** (+1d) and puts 1 colonist on Corn, 1 on Factory. York places colonist on Sm Warehouse. Fisher places on Tobacco St. Martin places on Sm Indigo. Colony ship gets 6 new colonists.

York chooses **Prospector** (+2d).

Fisher chooses **Craftsman** and produces 1 corn, 1 indigo and 1+ tobacco. Martin produces 1 corn and 1 indigo. Buttitta produces 1 coffee, 1 corn, 1 indigo, and 2d. York produces 3 indigo and 1 corn. Captain Settler and Trader gain 1d.

TURN 9

Governor Buttitta chooses **Trader** (+1d) and sells coffee for 4+2d. York and Martin can't sell. Fisher sells tobacco for 3+1d. Trading House clears.

York chooses **Mayor** placing colonists on Indigo, 1 Indigo, and Sugar. Fisher places colonists on Tobacco St & Tobacco. Martin places colonist on Sm Sugar. Buttitta places colonist on Corn. Ship picks up 4 new colonists.

Fisher chooses **Builder** and builds Factory (4cr, 3d). Martin builds Hacienda (1cr, 1d). Buttitta builds Office (4d, 1 cr). York builds Sm Sugar (2d).

Martin chooses **Settler** (+1d) and takes Quarry. Buttitta takes Sugar, York takes Coffee. Fisher takes Corn(x). Corn and Indigo are discarded and five new plantations are drawn. Captain, Craftsman, Prospector each gain 1d.

TURN 10

Governor York chooses **Craftsman** (+1d) and produces 1 corn and 4 indigo. Fisher produces 2 tobacco, Martin produces 1 sugar. Buttitta produces 1 coffee.

Fisher chooses **Captain** (+2d) and loads 3 tobacco on 5-ship (+4 VP). Martin loads 1 corn (+1 VP). Buttitta loads 1 coffee (+1 VP). York loads 1 corn (+1 VP). Fisher discards 1 indigo. Buttitta discards corn & indigo. 7-ship sails and returns corn to stock.

Martin chooses **Mayor** placing colonists on Hacienda and Quarry. Buttitta on Office. York places on Sm Sugar. Fisher places in Factory. Colony ship loads 4 new colonists.

Buttitta chooses ...

York: **Gov**, **Craftsman**, Sm Indigo(x), 1 Indigo(x), Sm Warehouse(x), Sm Sugar(x), 4xIndigo(x), Corn(x), Tobacco(x), Sugar(x), Coffee(x), 1d, 13 VP, 1 corn, 7 indigo.

Fisher: **Captain**, Sm Market(x), Hospice(x), Sm Indigo(x), Tobacco St(x), Factory(x), 2xCorn(x), 3xQuarry(x), 2xTobacco(x), Indigo(x), 4d, 9 VP, 1 corn.

Martin: **Mayor**, Sm Warehouse(x), Sm Indigo(x), Sm Sugar(x), Residence(x), Hacienda(x), Corn(x), Sugar(x), Quarry(x), Indigo(x), Corn(x), Quarry(x), 2d, 7 VP, 1 indigo, 1 sugar.

Buttitta: Sm Market(x), Sm Indigo(x), C Roaster(x), Factory(x), Office(x), Indigo(x), Coffee(x), 2xCoffee(x), Quarry(x), 2xCorn(x), Sugar(x), 5d, 6 VP, 1 indigo.

AVAILABLE BUILDINGS: All but Sm Indigo, Sm Market, Sm Warehouse, Factory, Residence.

AVAILABLE PLANTATIONS: Quarry(x2), Coffee, Indigo, Sugar(x2), Tobacco

AVAILABLE ROLES: Builder, Prospector(1d), Settler, Trader.

COLONY SHIP: 4 colonists

SHIPS: 5-ship (3 tobacco), 6-ship (3 coffee), 7-ship

STOCK: 81 VP, 34 colonists, 6 coffee, 8 corn, 2 indigo, 10 sugar, 6 tobacco

TRADING HOUSE: Empty.



BORDER RIDER

INNOCENTE

ON DECK



1835: Hanna, Zieske
1856: Hanna, Frueh, Zieske
AGE OF RENAISSANCE: Copeland
BALKAN WARS: K Wilson, Dave A
BRITANNIA: Zieske, Copeland, Dave A (need 1 more)
COLONIAL DIP: Buchdorf (need 6 more)
DUNE: K Wilson, Martin, Dave A, Nichols (like 8-4 more)
GUNSLINGER: Scott, Fowble, R Fisher; need 4 or 5 more
HISTORY OF THE WORLD I: Zodda, Dave A (need 4-5 more)
KREMLIN: Nichols, Martin, Scott
LIFT-OFF: York, Dave Anderson
MACHIAVELLI: Nichols, Dave A, Scott (need 1-5 more)
MAGIC REALM: Butitta, Deb A (need 4-8 more)
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey (need 1-3 more)
PUERTO RICO: Bill Salvatore
RUSSIAN CIVIL WAR: Scott, Martin
SAMURAI (AH): Copeland
SILVERTON: Zieske, Deb A, Nichols (need 1-3 more)

OTHER POSSIBILITIES: 1829 (N OR S), 4000 AD, AIR BARON, ATTIKA, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 DEC 06

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul Bolduc, 203 Devon Ct. Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$11.50 for 12 issues in hardcopy in the US. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:



Source of the Nile

Turn 54



The Cast:

Brad Martin
Andrew York

Jason Bargender
Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 and 6 to 4), D3 (lake, +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G-22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD-10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 5 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), P22 (desert, oasis).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzban Dax: Awaiting orders for Turn 42 combat and revisions to Turns 43-44 movement. Be thorough with your orders. The game ends after Turn 44 combat so a little mistake here can obliterate 40-some turns of good play.

BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prb01duc/boris/borishome.htm>

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